

FIG. 1

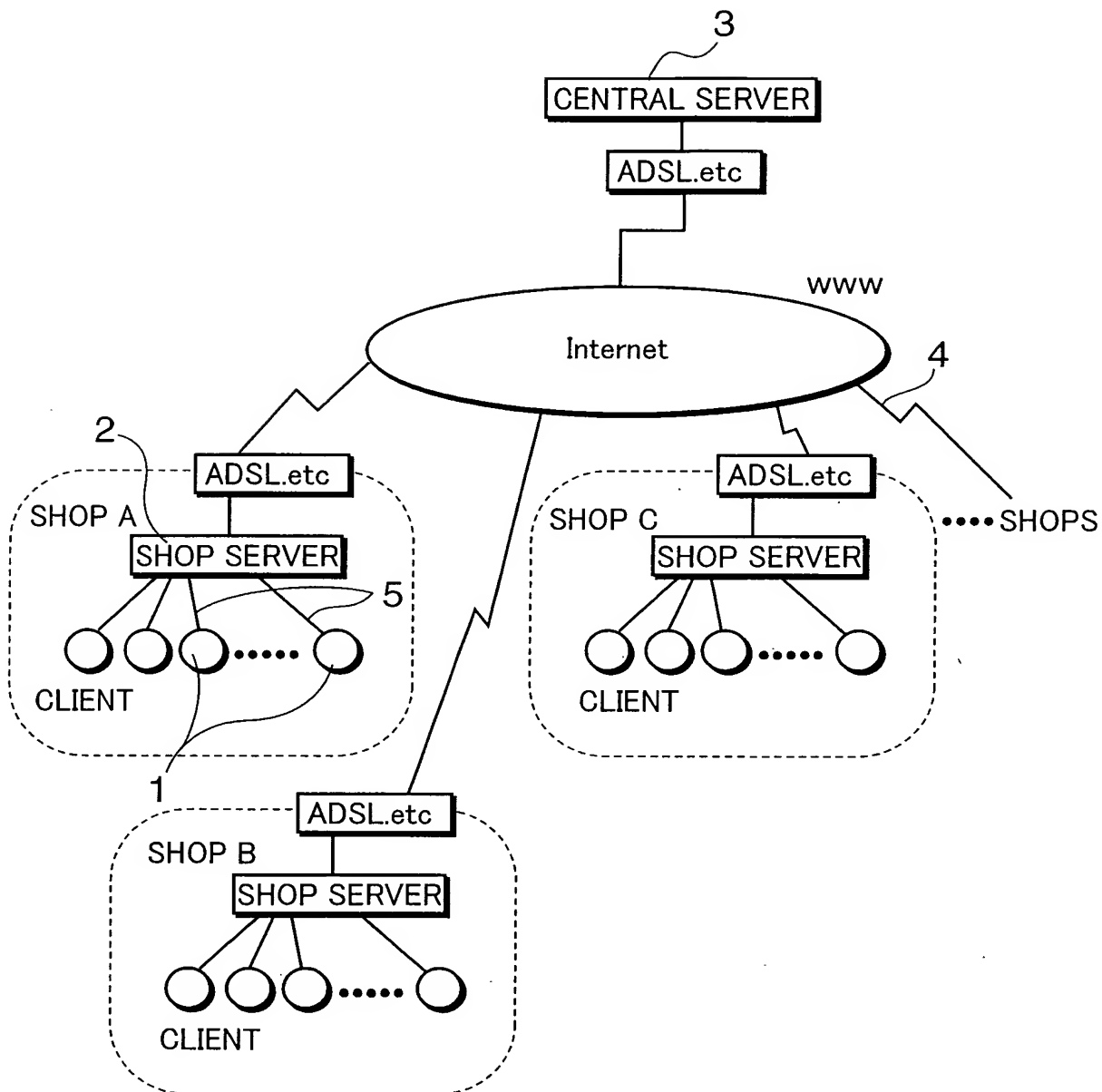
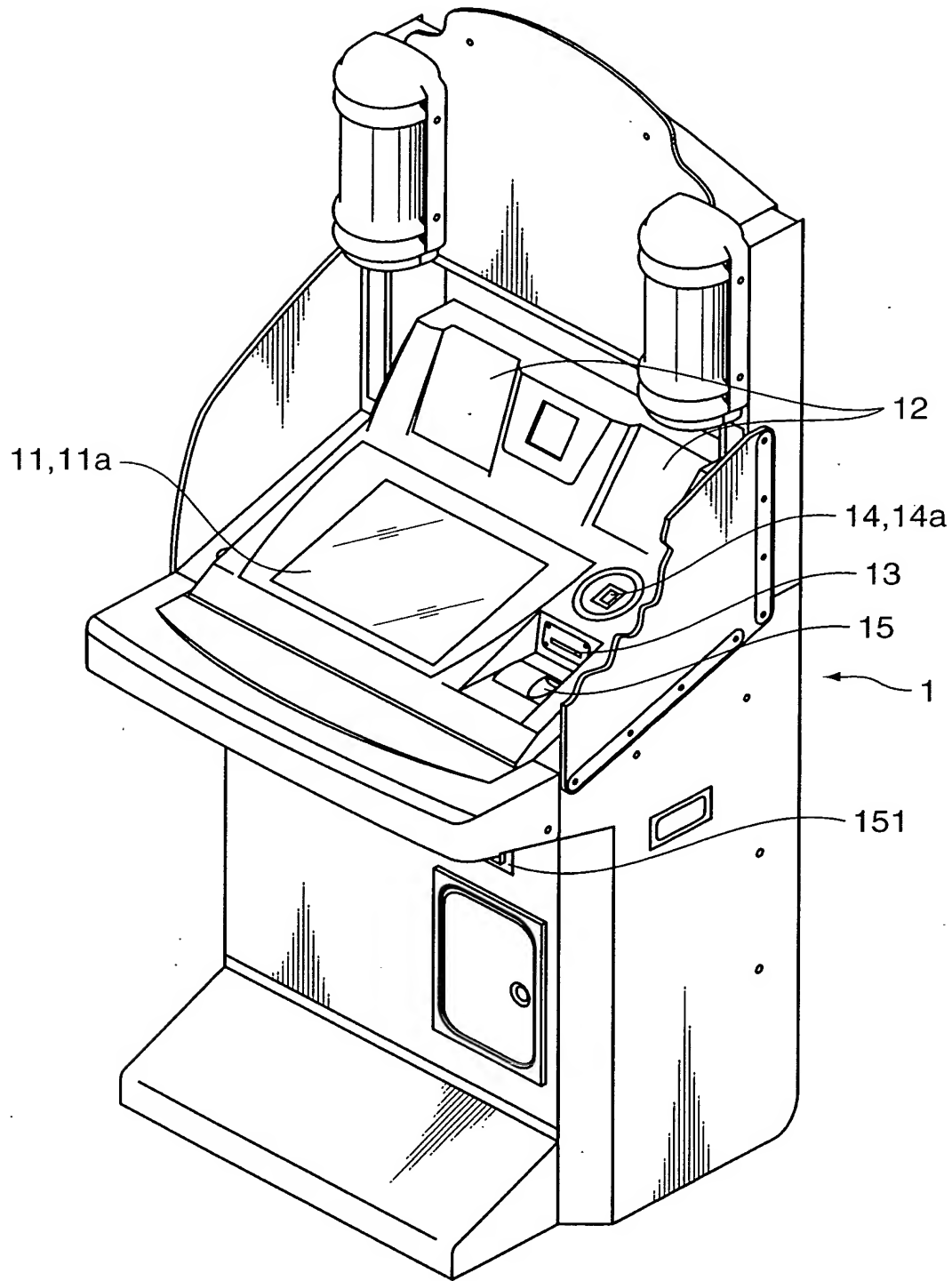


FIG.2



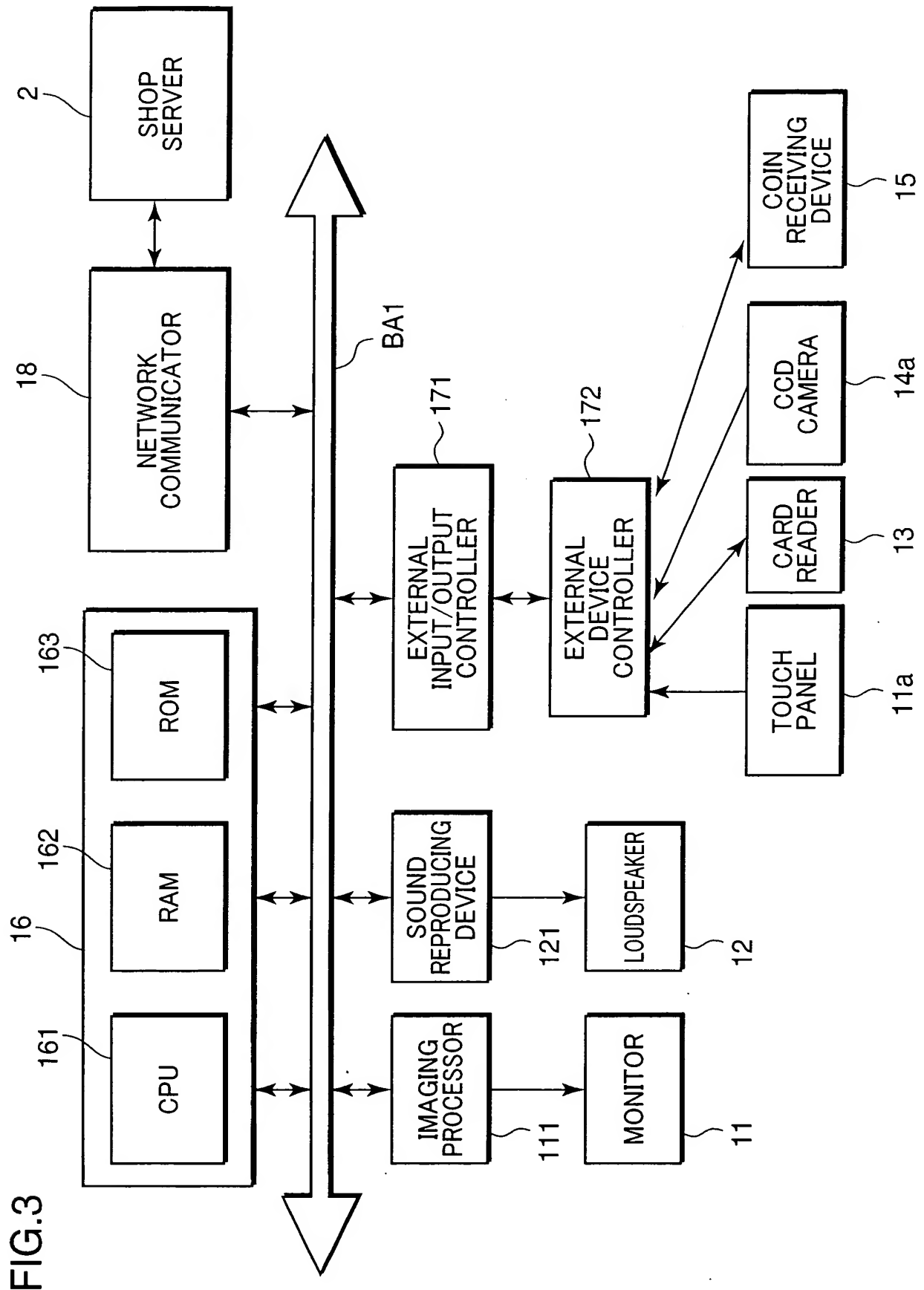


FIG.4

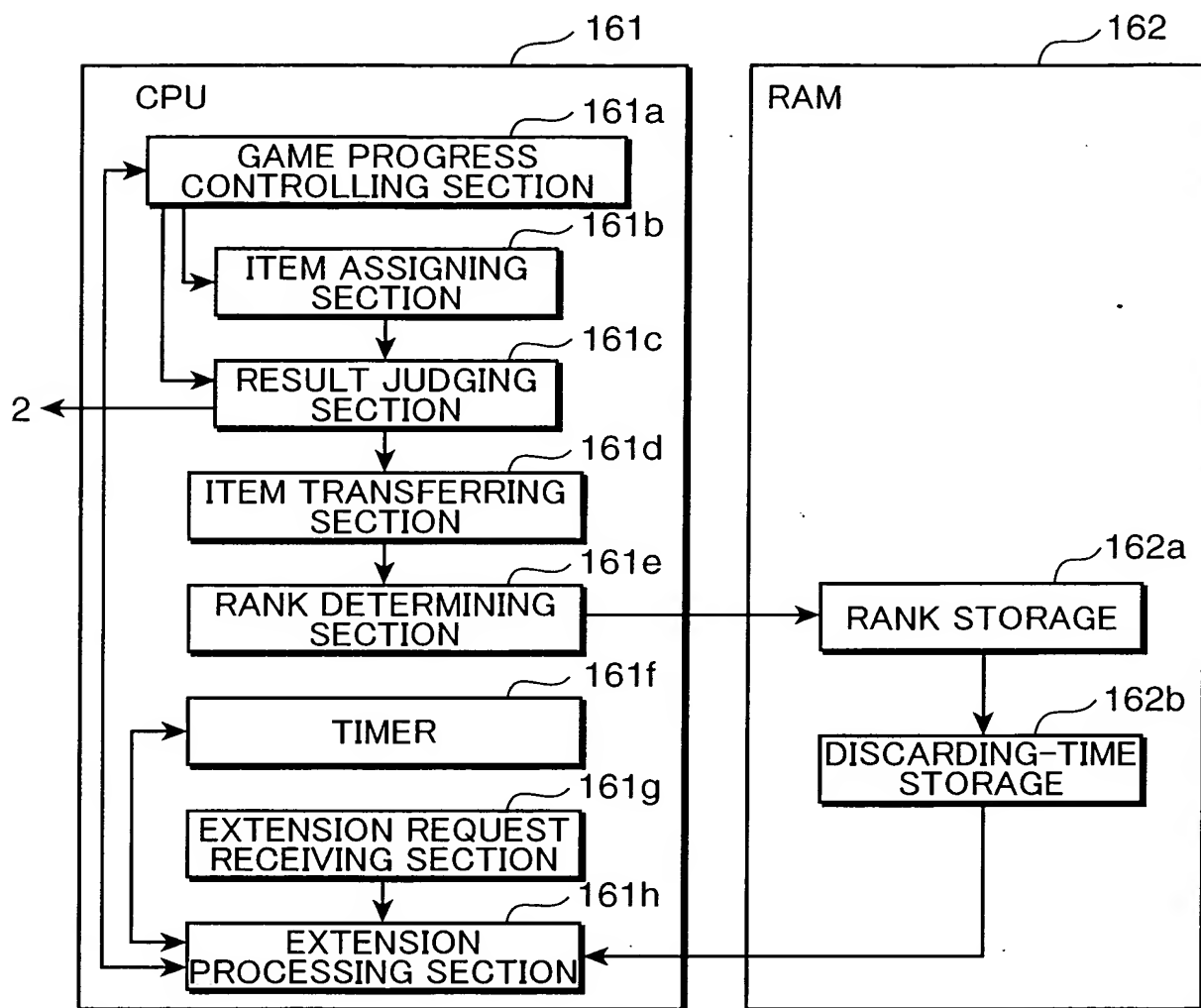


FIG.5A

| RANK        | POINTS  |
|-------------|---------|
| TENTH KYU   | 0~99    |
| NINTH KYU   | 100~199 |
| EIGHTH KYU  | 200~299 |
| SEVENTH KYU | 300~399 |
| SIXTH KYU   | 400~499 |
| FIFTH KYU   | 500~599 |
| FOURTH KYU  | 600~699 |
| THIRD KYU   | 700~799 |
| SECOND KYU  | 800~899 |
| FIRST KYU   | 900~999 |

FIG.5B

| RANK        | NUMBER OF POSSESSED CHIPS (TC) |
|-------------|--------------------------------|
| FIRST DAN   | $1 \leq TC < 5$                |
| SECOND DAN  | $5 \leq TC < 10$               |
| THIRD DAN   | $10 \leq TC < 16$              |
| FOURTH DAN  | $16 \leq TC < 22$              |
| FIFTH DAN   | $22 \leq TC < 29$              |
| SIXTH DAN   | $29 \leq TC < 37$              |
| SEVENTH DAN | $37 \leq TC < 46$              |
| EIGHTH DAN  | $46 \leq TC < 56$              |

FIG.6

| RANK                       | TILE DISCARDING TIME |
|----------------------------|----------------------|
| TENTH KYU                  | 5.5                  |
| NINTH KYU TO<br>FIFTH KYU  | 5.5                  |
| FOURTH KYU TO<br>FIRST KYU | 5.0                  |
| FIRST DAN TO<br>FIFTH DAN  | 4.5                  |
| SIXTH DAN AND<br>ABOVE     | 4.0                  |

FIG.7

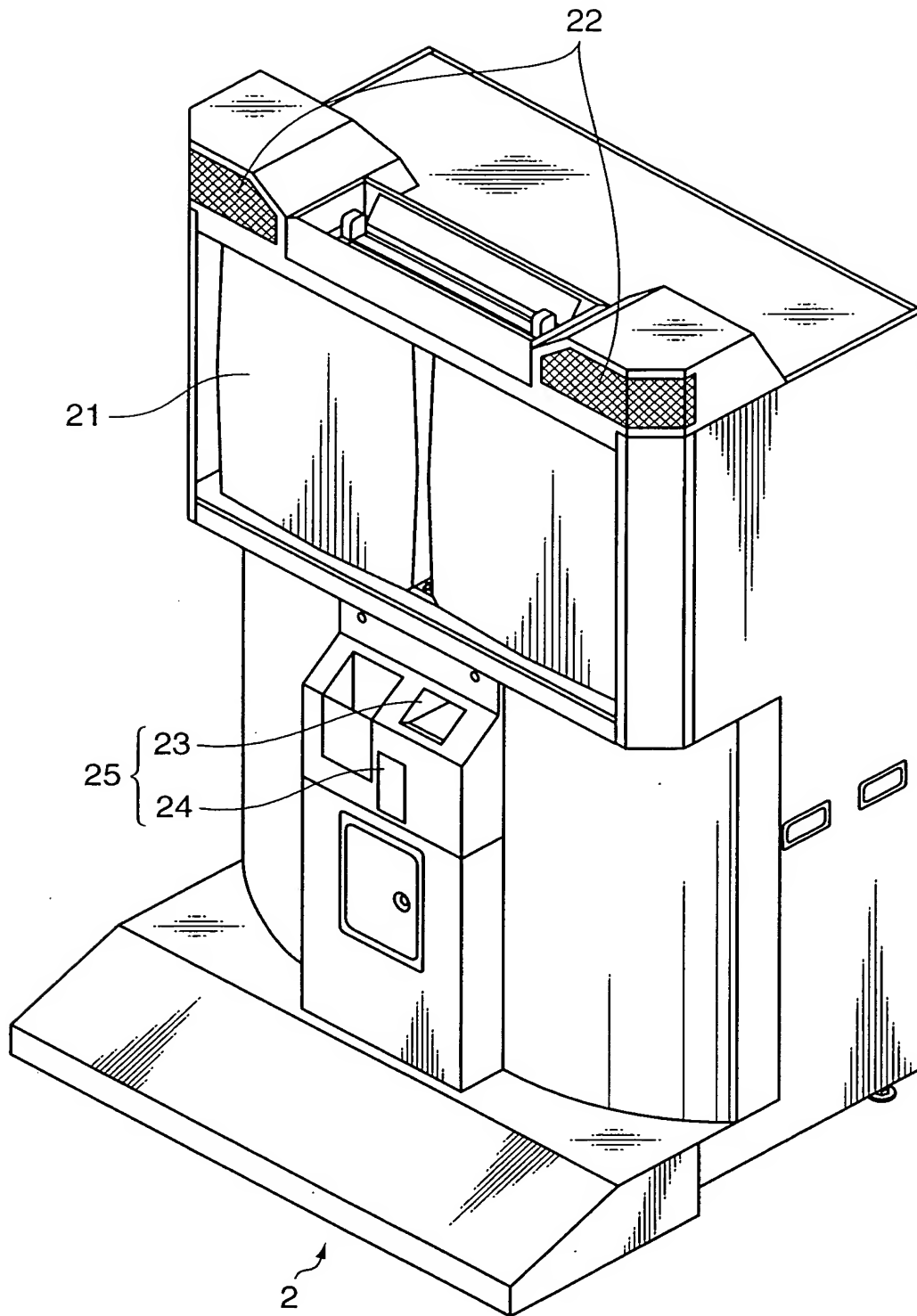


FIG.8

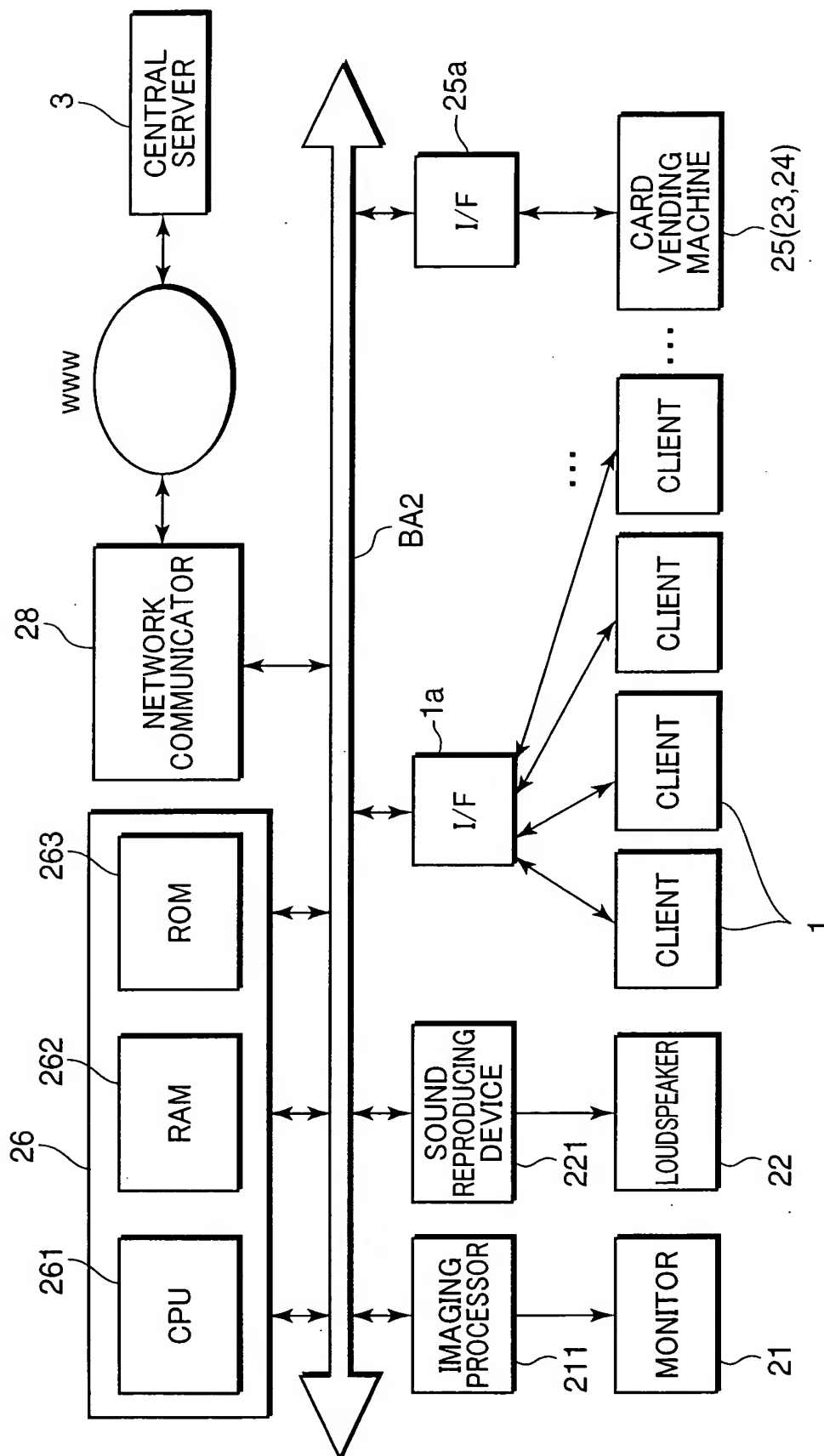
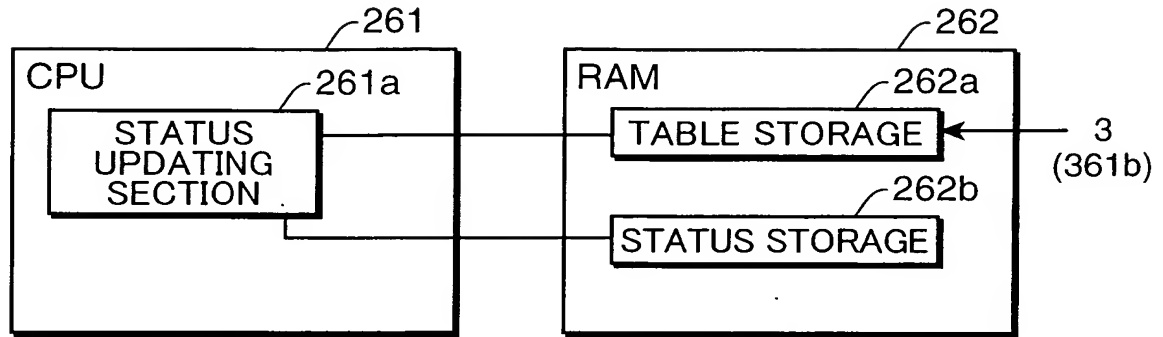




FIG.9



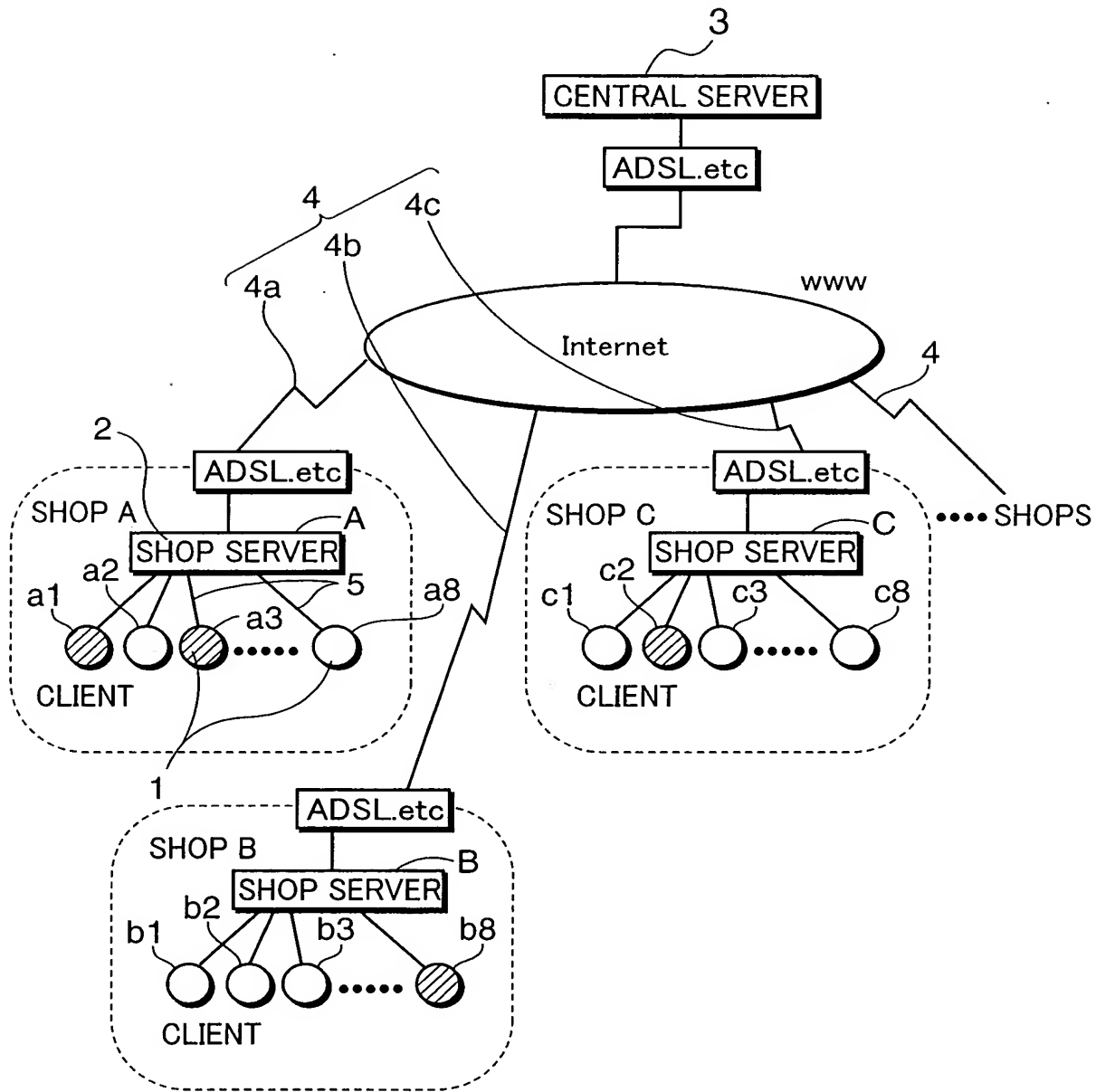


FIG.11

| TABLE<br>NUMBER<br>TN | RECEIVING<br>ORDER<br>RN | CLIENT<br>CN | SHOP SERVER<br>SN | MASTER/SLAVE<br>DISTINCTION<br>MS | PLAYER<br>DISTINCTION<br>PC |
|-----------------------|--------------------------|--------------|-------------------|-----------------------------------|-----------------------------|
| 1                     | 1                        | a1           | A                 | MASTER                            | PLAYER                      |
|                       | 2                        | a3           | A                 | MASTER                            | PLAYER                      |
|                       | 3                        | b8           | B                 | SLAVE                             | PLAYER                      |
|                       | 4                        | c2           | C                 | SLAVE                             | PLAYER                      |
| 2                     | .                        | .            | .                 | .                                 | .                           |
| .                     | .                        | .            | .                 | .                                 | .                           |
| .                     | .                        | .            | .                 | .                                 | .                           |

FIG.12A

SHOP SERVER A

| TRANSMITTING CLIENT CN<br>(VIA SHOP SERVER SN) | RECEIVING CLIENT CN<br>(VIA SHOP SERVER SN) |
|--|---|
| a1   | a3,b8(B),c2(C)                              |
| a3   | a1,b8(B),c2(C)                              |
| b8(B)  | a1,a3,c2(C)                                 |
| c2(C)  | a1,a3,b8(B)                                 |

FIG.12B

SHOP SERVER B

| TRANSMITTING CLIENT CN<br>(VIA SHOP SERVER SN) | RECEIVING CLIENT CN<br>(VIA SHOP SERVER SN) |
|--|---|
| a1(A)  | b8  |
| a3(A)  | b8  |
| b8   | A   |
| c2(C,A)  | b8  |

FIG.12C

SHOP SERVER C

| TRANSMITTING CLIENT CN<br>(VIA SHOP SERVER SN) | RECEIVING CLIENT CN<br>(VIA SHOP SERVER SN) |
|--|---|
| a1(A)  | c2  |
| a3(A)  | c2  |
| b8(B,A)  | c2  |
| c2   | A   |

FIG.13

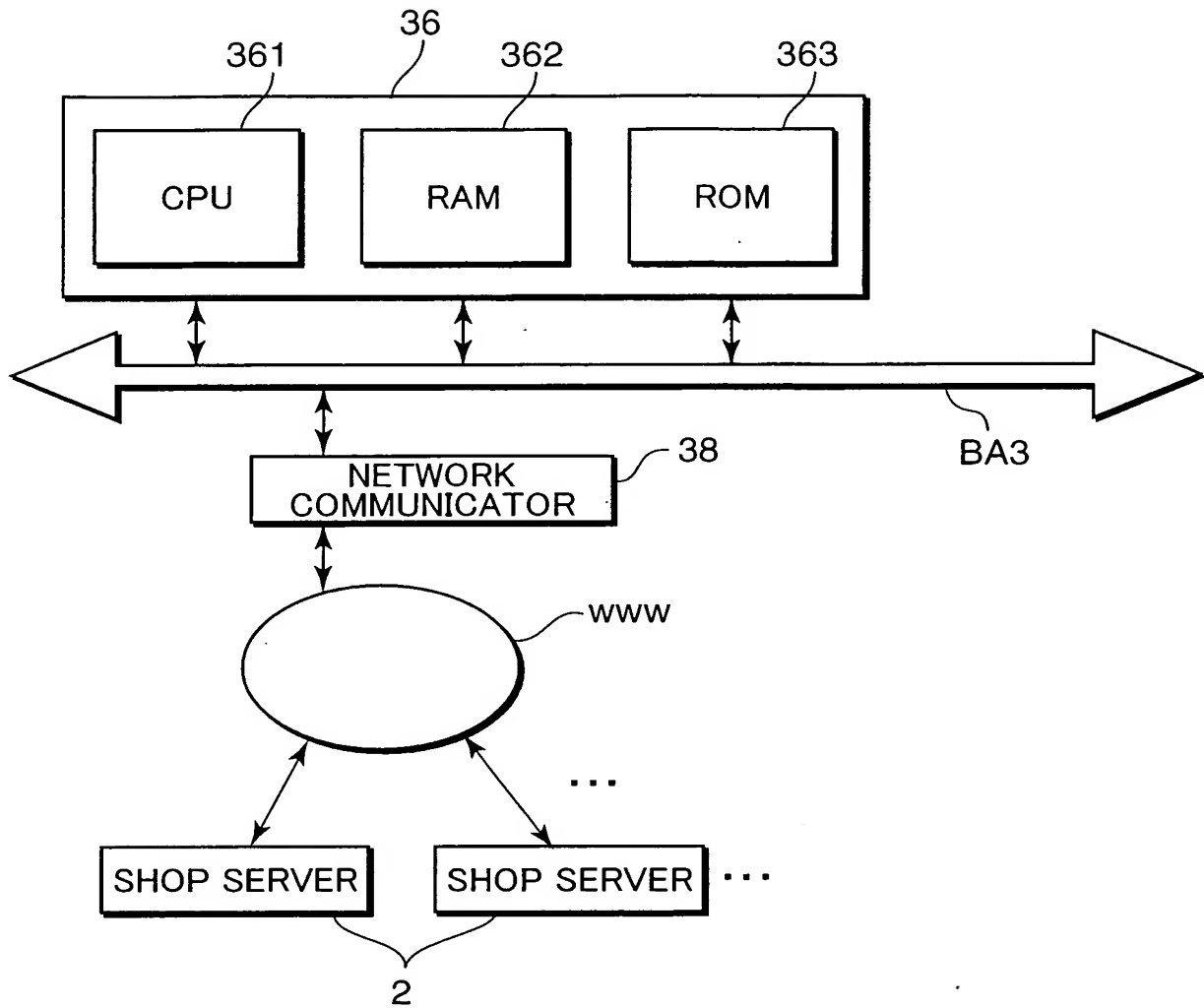
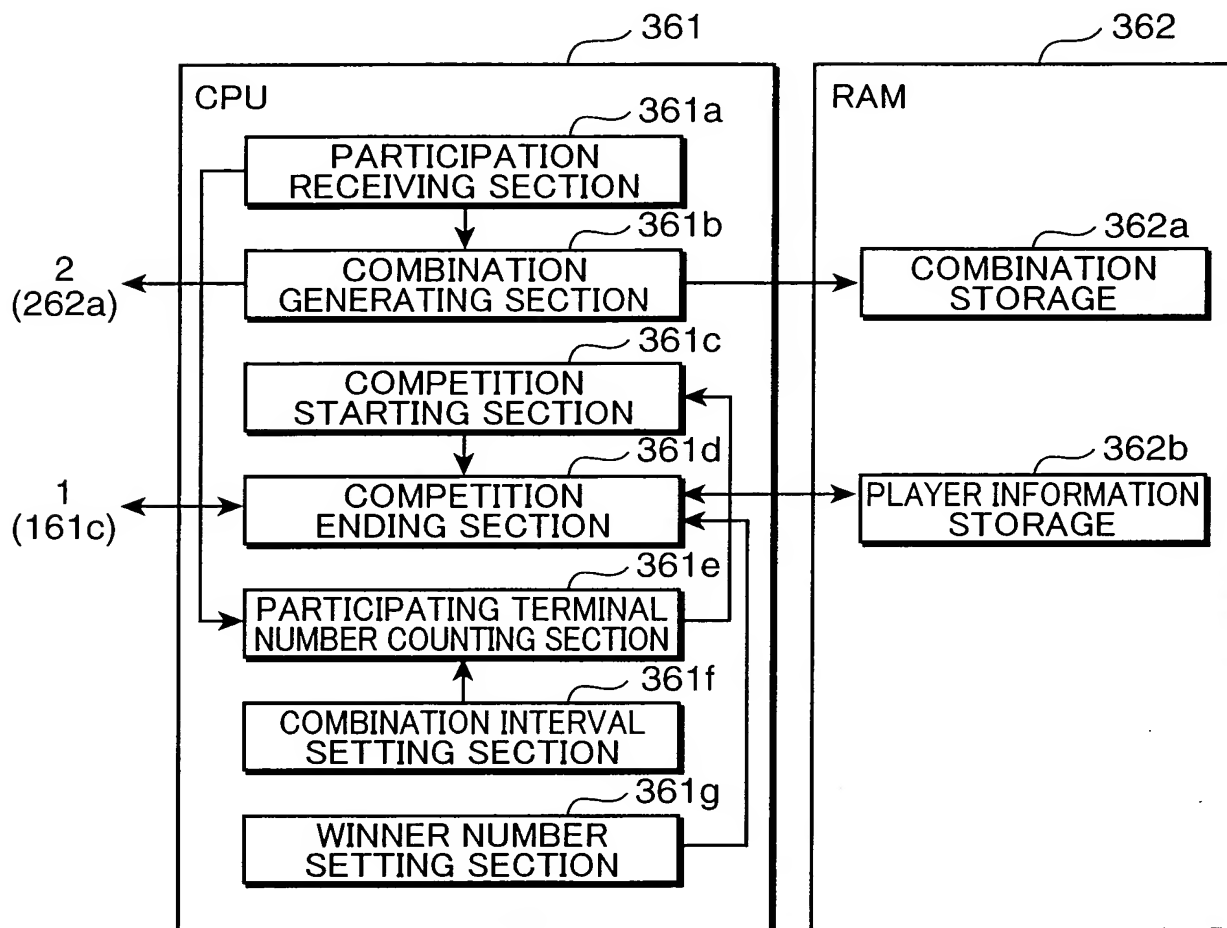


FIG.14



Title: GAME PROGRESS ADMINISTERING SYSTEM, GAME PROGRESS...

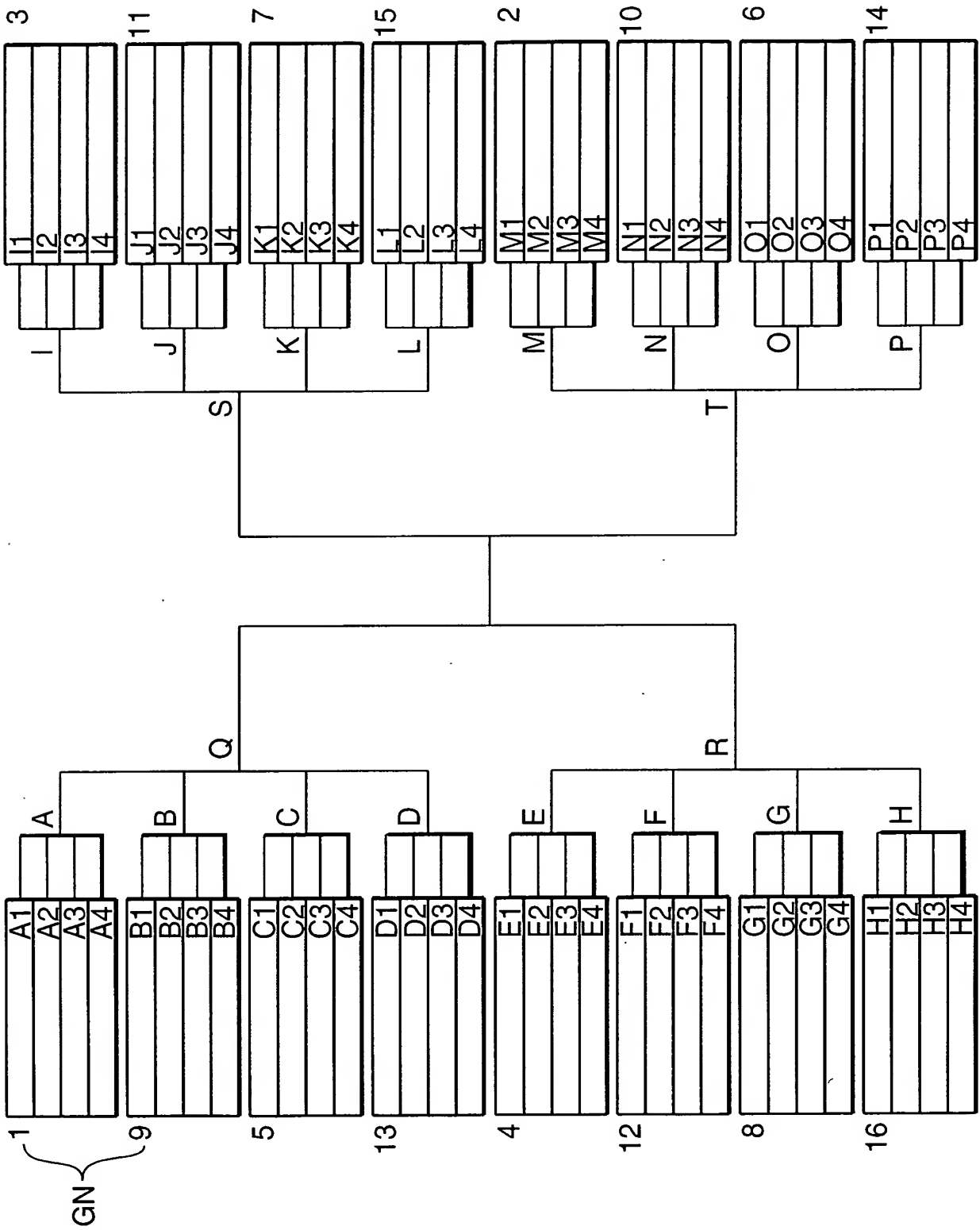


FIG.16

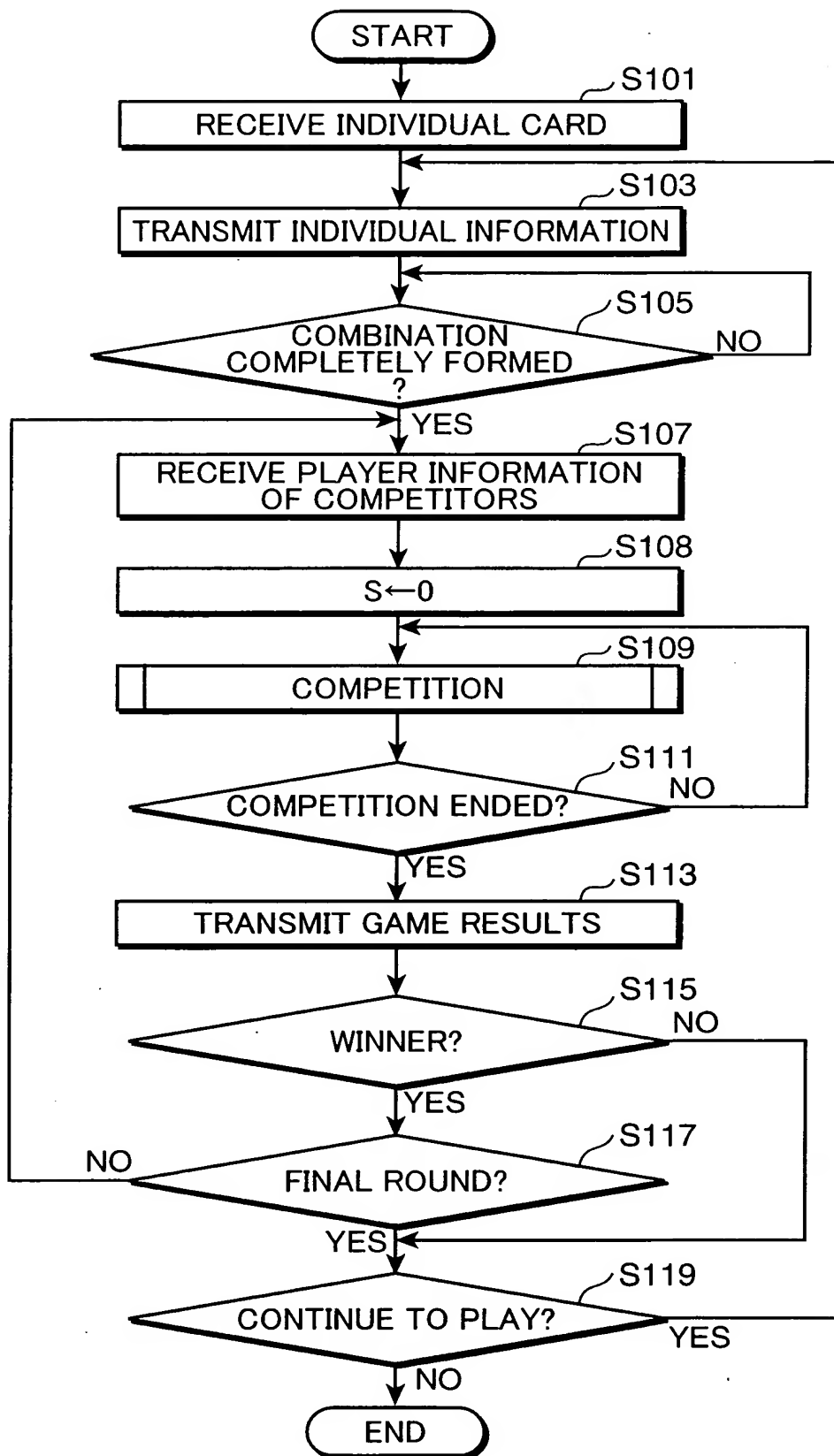




FIG.17

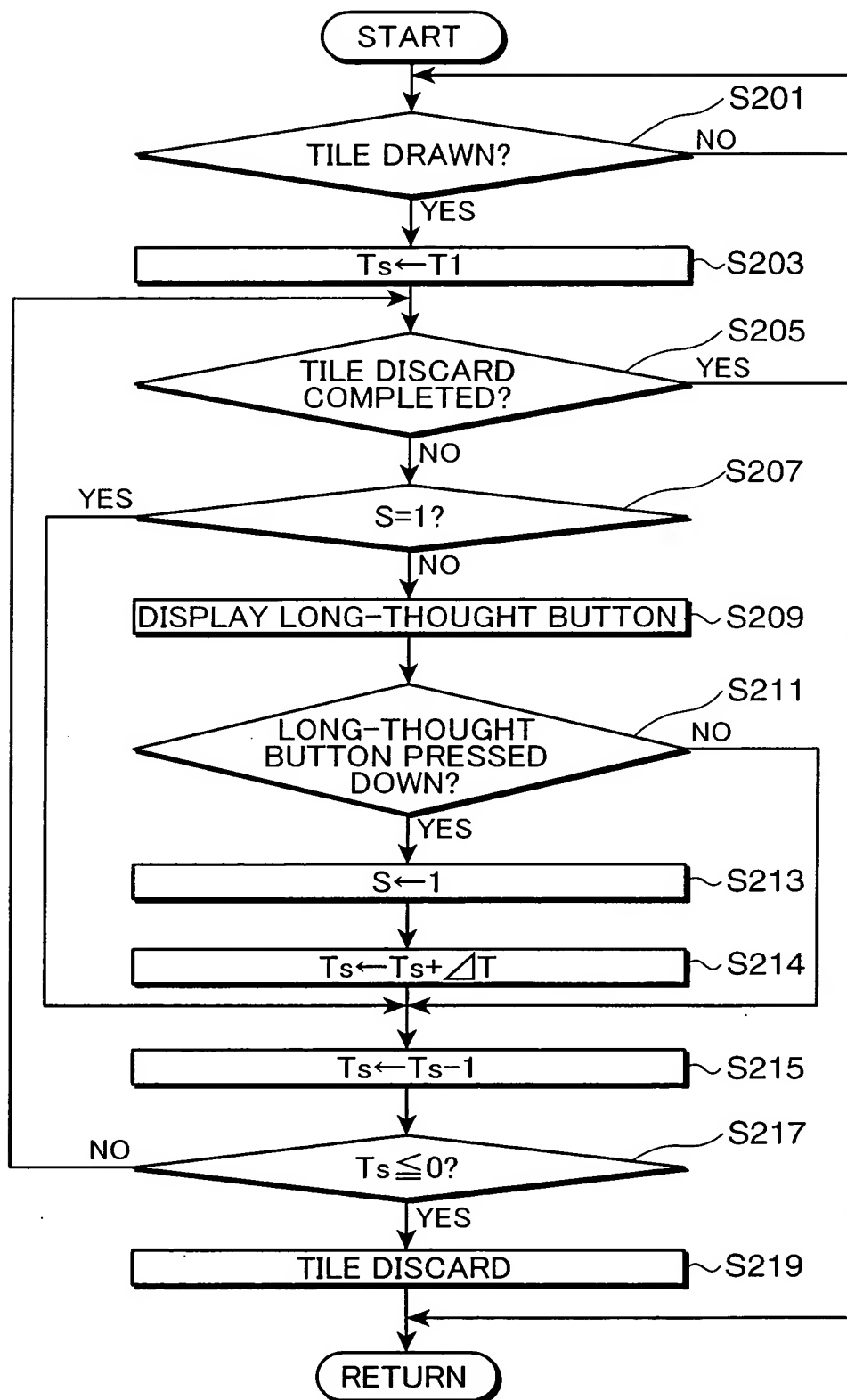
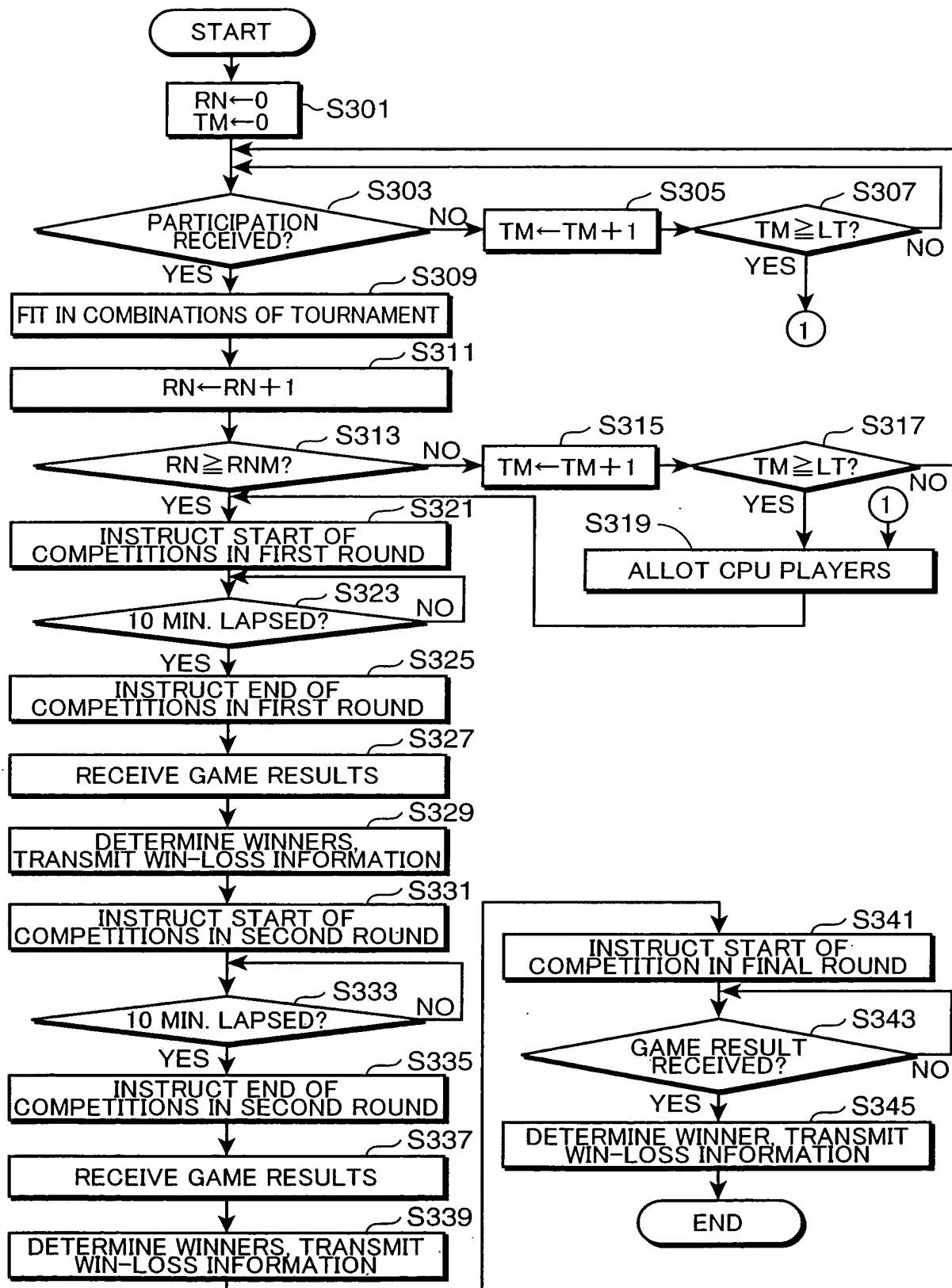
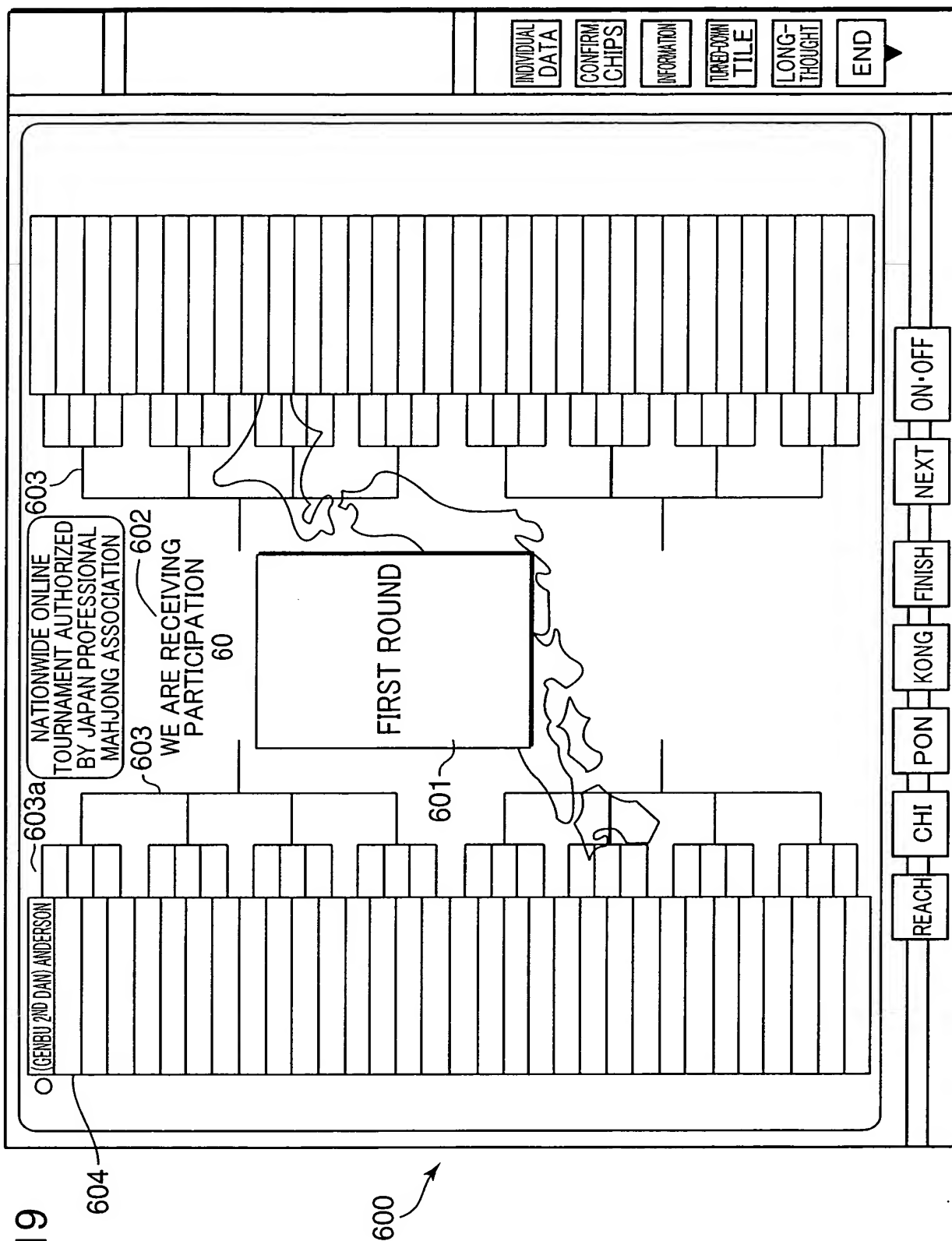


FIG.18





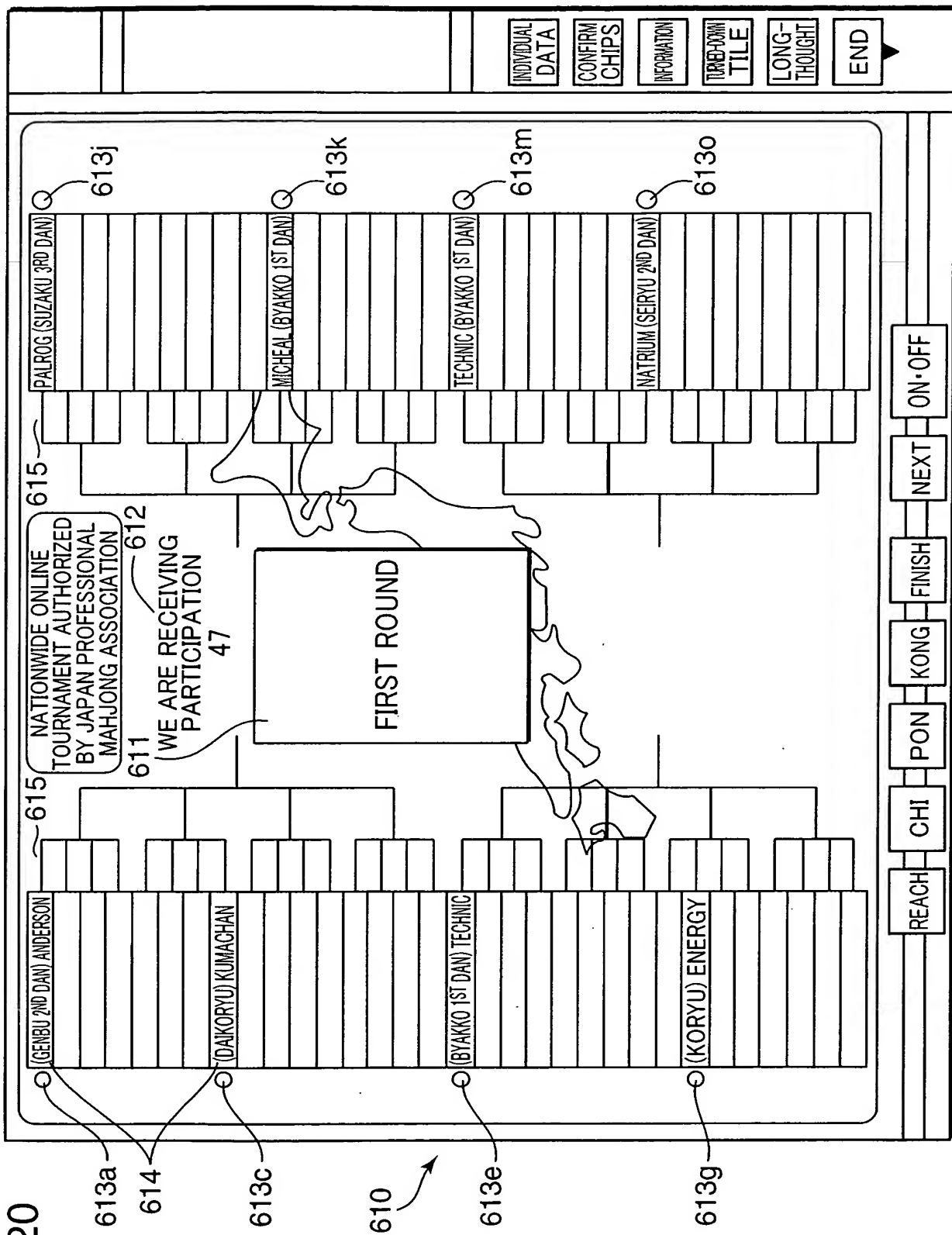
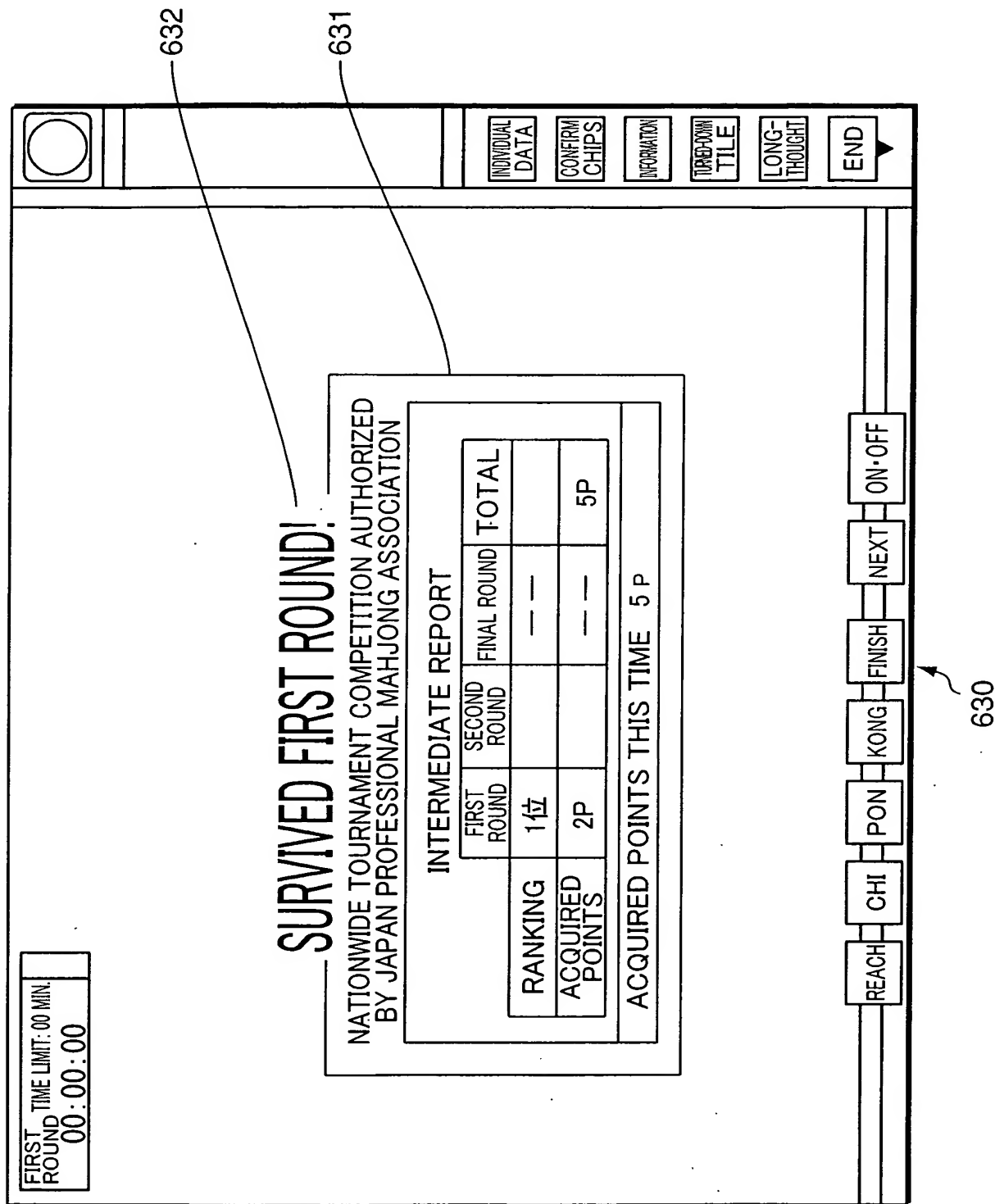




FIG.22



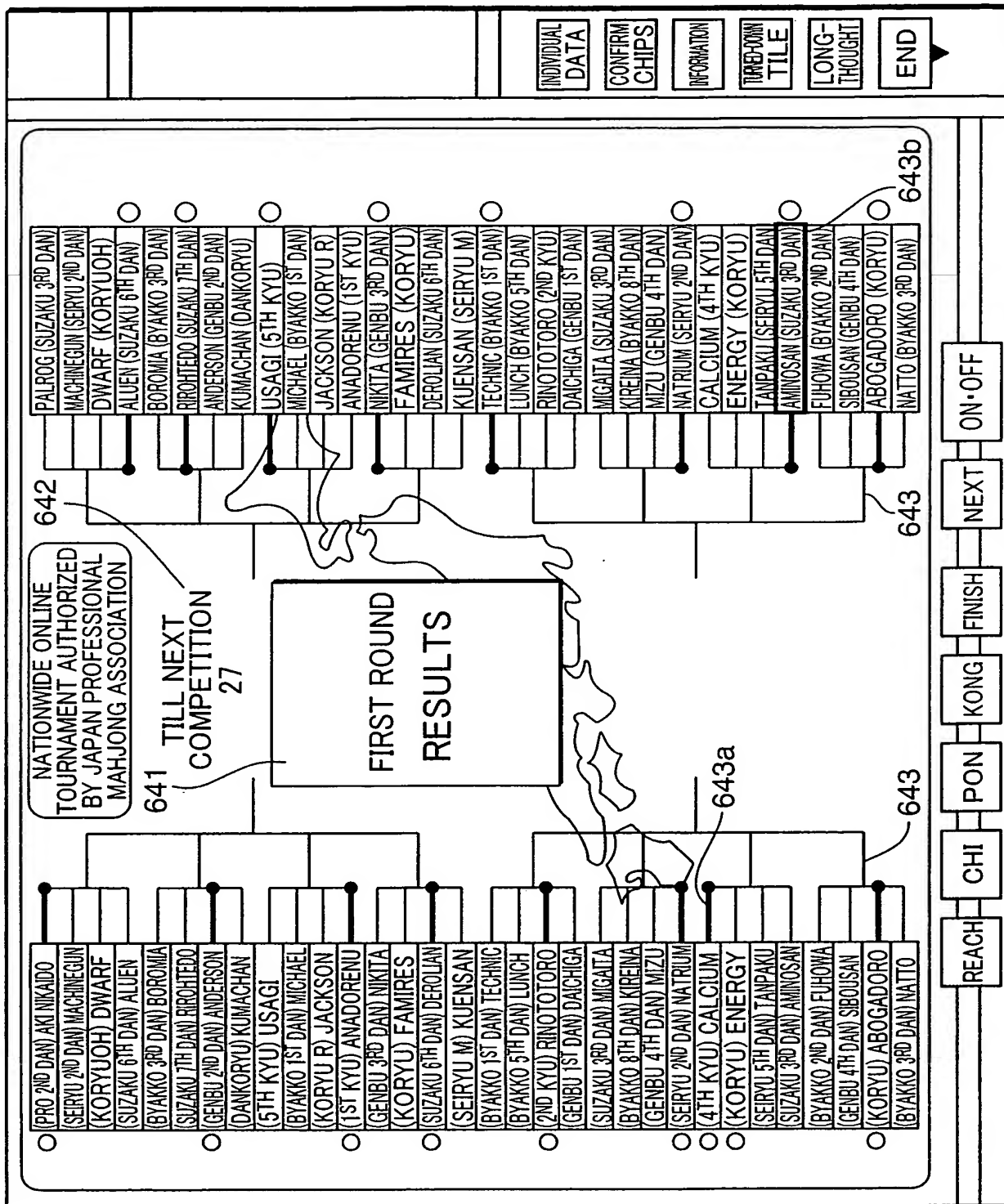
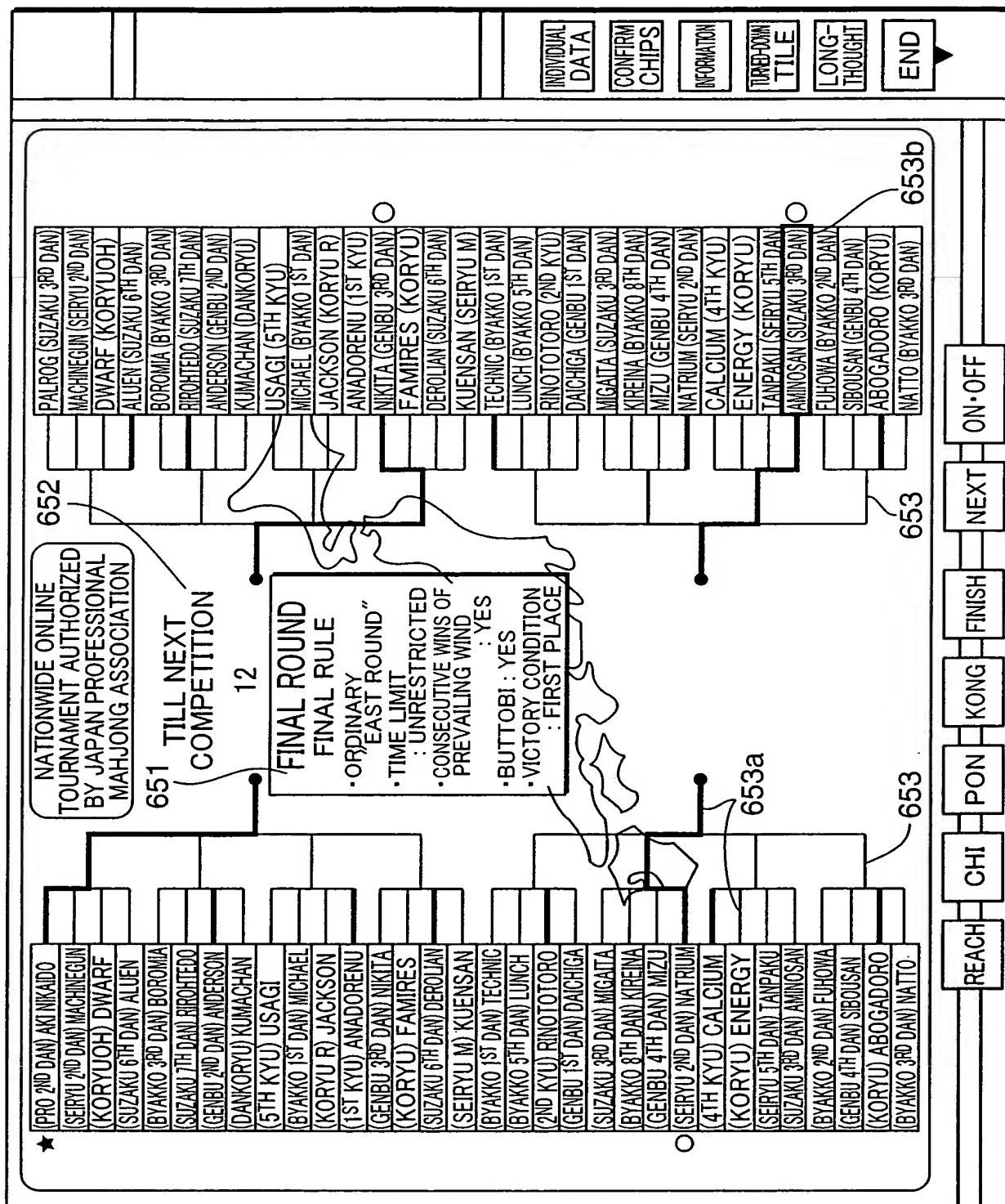


FIG. 23

640





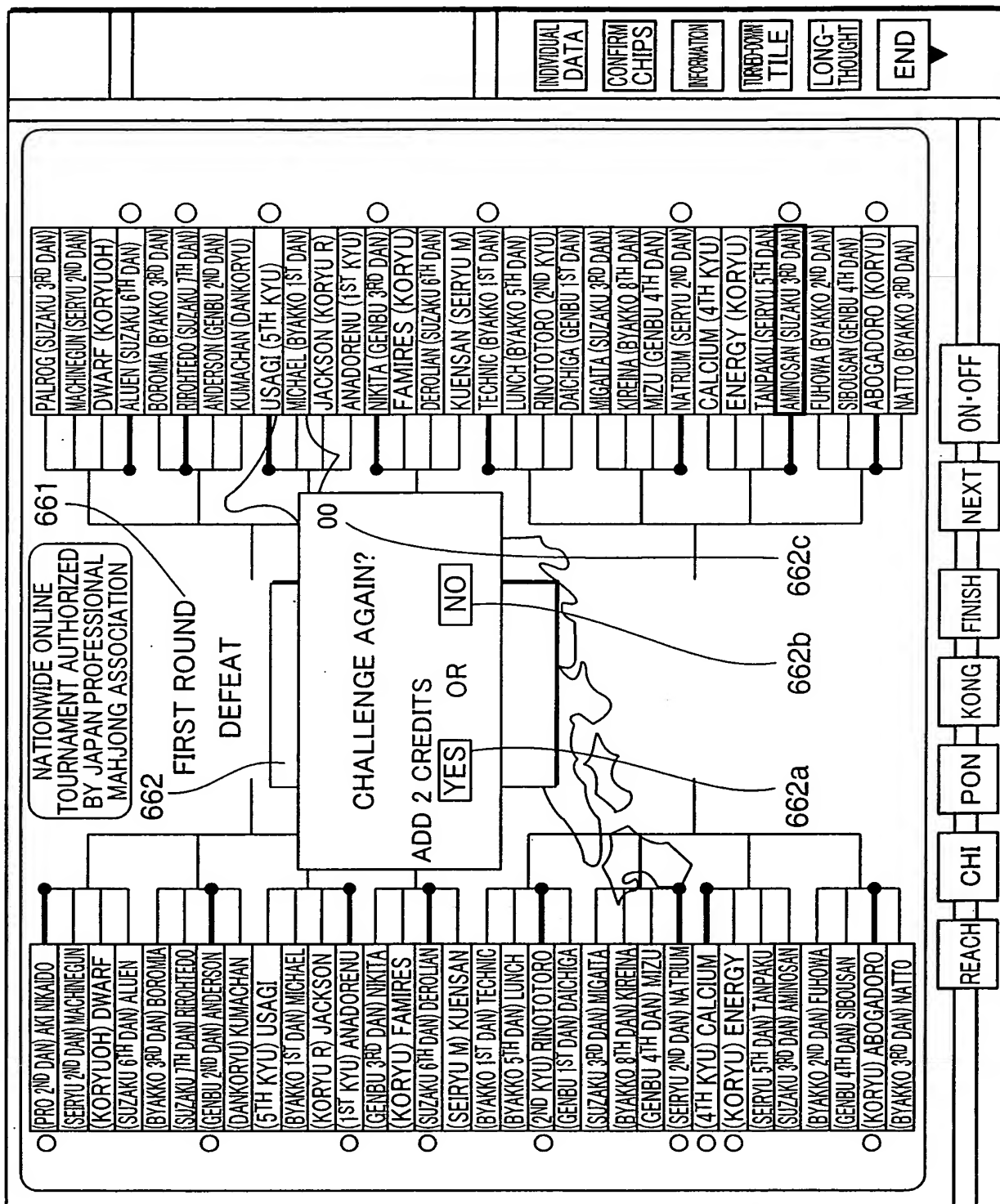


FIG. 25